Yahoo! UI Library

Storage 2.9.0

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`static` Class **YAHOO.util.StorageManager**

The StorageManager class is a singleton that registers DataStorage objects and returns instances of those objects.

Properties

LOCATION_LOCAL - `static {String}`

The storage location - local; data cleared on demand.

LOCATION_SESSION - `static {String}`

The storage location - session; data cleared at the end of a user's session.

Methods

get

`static void` **`get`** `( engineType , sLocation , oConf )`

Fetches the desired engine type or first available engine type.

Parameters:

`engineType <String>` Optional. The engine type, see engines.

`sLocation <String>` Optional. The storage location - LOCATION_SESSION & LOCATION_LOCAL; default is LOCAL.

`oConf <Object} Optional. Additional configuration for the getting the storage engine. { engine: {Object} configuration parameters for the desired engine force: {Boolean} force the engineType or fail order: {Array} an array of storage engine names; the desired order to try engines} >`

register

`static Boolean` **`register`** `( engineConstructor )`

Registers a engineType Class with the StorageManager singleton; first in is the first out.

Parameters:

`engineConstructor <Function>` Required. The engine constructor function, see engines.

Returns: `Boolean`

When successfully registered.

yahoo
yuiloader
yuitest

Classes

YAHOO.util.Storage
YAHOO.util.StorageEngineGears
YAHOO.util.StorageEngineHTML5
YAHOO.util.StorageEngineKeyed
YAHOO.util.StorageEngineSWF
YAHOO.util.StorageEvent
YAHOO.util.StorageManager

Files

gears_init.js
Storage.js
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